AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1.   (Canceled)

2.   (Previously Presented) The computer program product according to Claim 7, the computer program product causing the computer system to execute:

> determining whether or not processing transitions to a bullet fire wait status where a bullet is fired from said enemy-character to a player-character at least within a predetermined time, and

> determining whether or not the visual effect request for requesting visual effect processing is input by the player when processing transition to the bullet fire wait status.

3.   (Canceled)

4.   (Previously Presented) The computer program product according to Claim 2, the computer program product causing the computer system to execute:

> determining whether or not a current mode is a mode where two or more players play, and

> updating said remaining time so that an increased amount of said remaining time, when it is determined that the current mode is a mode where two or more players play, becomes different from an increased amount of said remaining time in a mode where one player plays.

5.   (Previously Presented) The computer program product according to Claim 7, the computer program product causing the computer system to execute:

  determining whether or not the displaying of circumstances is being executed, and

  executing image effect processing for changing a display mode of the enemy-character while the displaying of circumstances is executed.

6.   (Previously Presented) The computer program product according to Claim 7, wherein said visual effect request input is a control signal which is output to said computer system when a foot pedal connected to said computer system is stepped on by the player.

7.   (Currently Amended) A computer program product, stored on a computer readable medium, for causing a computer system to execute processing for determining whether or not bullets that are virtually fired in response to an input operation of a player collide with an enemy-character that is computer-controlled, and processing for displaying a player-character and the enemy-character in a virtual space viewed from a virtual viewpoint on a screen, the computer program product causing the computer system to execute:

  (a) determining whether or not a visual effect request about a time scale for requesting visual effect processing is input by a player;

  (b) changing the time scale such that a display speed of at least the enemy-character and each one of the bullets fired from the enemy-character become slower when the visual effect request about the time scale is input, wherein the time scale changes regardless of whether the bullets fired hit a target;

  (c) displaying circumstances in the virtual space viewed from the virtual viewpoint on the screen where the player-character and the

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enemy-character [[is]] are located based on the changed time scale, wherein the time scale of the ~~player~~ player-character in said displaying circumstances remains unchanged so that the speed of the player-character ~~player-speed~~ appears relatively faster than the speed of the enemy-character and the speed of each one of the bullets fired from the enemy-character;

(d) determining whether or not bullets that are virtually fired in response to an input operation of the player collide with the enemy-character being a shooting target or collide with bullets that are virtually fired from the enemy-character and are shooting targets;

(e) displaying an image of the shooting target being shot on the screen when bullets that are virtually fired responding to an input operation of the player collide-with the shooting target;

(f) displaying a remaining time for the computer system to execute the changing of the time scale on the screen;

(g) decreasing the remaining time in proportion to an elapsed time in which the computer system executes the changing of the time scale;

(h) determining whether or not the remaining time is over;

(i) terminating the changing of the time scale when the remaining time is over;

(j) restoring the time scale to a normal value when the changing of the time scale is over;

(k) measuring an elapsed time in which the computer system does not execute the changing of the time scale; and

(l) increasing the remaining time in proportion to the elapsed time in which the computer system does not execute the changing of the time scale.

8.　　(Canceled)

9.　　(Currently Amended) The computer program product according to Claim [[8]] 7, the computer program product causing the computer system to execute:

> determining whether or not a plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with the enemy-character or with bullets that are virtually fired from the enemy-character; and

> increasing the remaining time more when the plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with the enemy-character or with bullets that are virtually fired from the enemy-character than when the plurality of bullets that are virtually fired in response to an input operation of the player consecutively collide with neither the enemy-character nor bullets that are virtually fired from the enemy-character.

10.　　(New) The computer program product according to Claim 7, wherein the computer program product causing the computer system to execute:

> at (b), changing the time scale such that the display speed of the player-character become slower than normal, and the display speed of the enemy-character and the bullets are slower than the display speed of the player-character; and

> at (c), displaying circumstances in the virtual space viewed from the virtual viewpoint on the screen where the player-character and the enemy-character are located based on the changed time scale, wherein the time scale of the player in said displaying circumstances is changed so that the speed of the player-character appears slower than usual and relatively faster than the speed of the enemy-

character and the speed of each one of the bullets fired from the enemy-character.